



The President's Corner

By Brandon Liesemeyer

Hi all! By now you may have noticed some changes in the newsletter. This is because Matt Romey has passed the torch to Matt Cicero. Life finally caught up with Matt R. after cranking out about two years' worth of newsletters. Which means actually writing something, instead of just promising to write something. He'll keep his hands in the Club by maintaining the Challenge Cup and of course playing ASL.

The good news is that Matt R. has turned the rag over to some very capable hands. Matt C. has been the driving force behind the extra mailings and inserts since before WCM III. I've heard many positive comments about these fliers and their funny captions. Matt and I have met several times and talked a few times beyond that and I'm sure he will be a welcome member to the SoCal team. Welcome aboard Matt!

Well I'm sure you have heard that the one day tournament at Biola was interesting. About one third of the way through the second round, night rules were invoked by La Mirada SSR (There was a power failure). Despite the early ending, everyone had a good time. One special note: there were 26 people in attendance, which is a record for a one day as far

as I know! This says two things to me; one, that Biola is good location for a lot of people and two, that the spacing between events is about right... i.e. people really have the ASL itch.

The next event will be on November 11th. It will be a North vs. South Challenge at my house here in San Diego. The last two times we held this event here we have had 16 people show up and I think this year we can expect more. The mailing list should start to heat up here in the next few days as we begin the scenario selection process. I want to encourage players of all skill levels to try and attend, don't let the drive put you off, just find someone and car pool. The drive goes by in nothing flat when there are two or three ASL fanatics making the "road trip".



Brandon "got DC?" Liesemeyer

On to WCM IV. Everything is set with the exception of the mini-tournament themes. We are going to have four different mini's and so far I'm sure of two themes. One theme will be Multi Theater, i.e. first round ETO, second DTO, third PTO. The second theme will be the Mondo Mini where all the scenarios are on the order of Hill 621. Hey! You'll have two days and one night to play! You can do it! The other two are up in the air so if you have any thoughts, pass them to me so Jim and I can talk it over. Look for more details on the North South Challenge on the flyer included with this newsletter and WCM IV details in the next newsletter.

After Action Report: "Arnhem!"

By Brandon Liesemeyer

In the short interval between a summer class and the beginning of the fall quarter, I managed to visit one of the more known battlefields of WWII. I'll spare you all the travel details and announce that we arrived in Brussels safely 14+ hours after our departure from San Diego. Even though the purpose of the trip was to visit with the friends and family of my significant other (Nancy), at the first opportunity I/we (Nancy and her parents) set off for

(Continued on page 6)

What's Inside?

By Matthew Cicero

You ever notice how new management always feels obligated to change things in order to punctuate the fact that there IS new management? Well, I figure our newsletter has been pretty solid for some time now so excuse me if all I do is reorganize things a bit. Let me take this bit of space this issue and give you an idea of what you can expect from *Hit The Beach!* now and in the future.

Themes: A unifying theme for each issue is kind of a goal not a necessity. Scenarios, being rather hard to come by, often dictate the theme of an issue. Fortunately, a theme can be based on a number of things such as a particular theater, campaign, terrain type, tactical situation, year of conflict, nationality or new product release...anything goes! Our first theme focuses on city fighting during the Russian assault in the Balkans in 1944-45....ok, so that's sort of two themes.

Recurring Features: Many of the items in the pages of HTB! will appear every issue. *The President's Corner*, *What's Inside...*, *Challenge Cup Standings*, *Upcoming Events* and *Did You Know?* will make an appearance each time. *What's Inside* will serve as my "Editor's Soapbox" when necessary, though usually it will be a simple index for the issue.

Scenarios: Complete with designer notes, when available, and easily separated from the newsletter! This issue we have 5 scenarios! Three new and two old. Make sure you look them over: you just might be getting a preview of a scenario slated for *Armies of Oblivion!*

A Moment in History: ASL is so interesting, in part, because of the events upon which it is built. The historical context is always present but not always well-known by the intrepid cardboard warriors at the table. This feature will provide insights into that historical context through articles on the units, weapons, equipment, personalities, tactics and battles of WWII. This issue contains a timeline of events in the Balkan Theater during late 1944 and early 1945 as well as a short (and probably not exhaustive) list of late-war Balkan ASL scenarios in print today.

Roll Call: A feature dedicated to the people who play the greatest game on earth. We all share a common interest and yet we often don't get a chance to meet each other! Given the size and geographical dispersion of our Club (and our hobby!) I've set up this feature to help us spend a little quality time with each other and to meet some of the folks that have helped make this hobby a lasting success. Steve Svare, a member new to the Club and to ASL, has endured the hot glare of my interrogation, er...interview questions for this issue.

AARs: So many experiences are worth sharing. Exhilarating, sad, unfortunate, and unbelievable. Here are our stories...from individual

scenarios to CGs, from single playings to tournaments and from books to products. I'll bring you reviews, replays and anecdotes that'll make you laugh, make you cry...and maybe, just maybe...help you learn something about yourself. Ahem. This issue I bring you a book review of *Red Storm on the Reich*. Brandon Liesmeyer shares a 'review' of his trip to Arnhem and Scott Faulk provides a review of his first year of ASL in "My Rookie Year AAR."

The Groggnard Speaks!: Well it just wouldn't be a newsletter about ASL if there wasn't a feature that contained advice and support from the veterans! Rules reviews, tactical advice, scenario advice and our favorite "Did You Know?" pointers will all fall under this feature. Jim Aikens shares his thoughts on CGs in "Zen and the Art of CGs" and Bob Smith provides some excellent rules notes and tactical advice in "City Fighting Tactics." Finally, what would we do without another play aid? Check out Rich Spilky's "Vehicle Smoke Dispenser/Grenade Usage Chart."

D.Y.O.: Given the tremendous creativity in our Club and the ASL community in general, a section of our newsletter has been dedicated as an outlet for those thoughts, ideas and concerns. Though this feature may seem a bit of a grab bag, its purpose is to capture those theme-neutral ideas that folks are happy to share to make the ASL experience better and better. This feature may include home-grown rules, tournament management ideas, research techniques and scenario design concepts, to suggest a few. This issue, we will be featuring Robert Feinstein's excellent article "Zen of the 1 PP ASL Set."

But Wait, There's More! Since I think you can never have too much when it comes to ASL, I thought I'd mention a few other things to look for throughout the newsletter.

ASL Challenge: Given the success of Chap-

ter K as a teaching tool, this feature will showcase a brief quiz or tactical challenge for the readers. Most of the time I'll include a solution. Sometimes, the challenge will have more than one solution. This issue, we go back to basics and explore a simple assault on a lonely wood building.

Words That Echo: What would we do without words of wisdom echoing down through the ages? George Kennan provides a quote that resonates pretty strongly...well, I like it, at least...

The Funny Bits: Anything goes! Pictures, quotes, anecdotes, goofy articles, short stories...send 'em in and I'll post 'em! Let me know what you think of "Social Time Management 101."

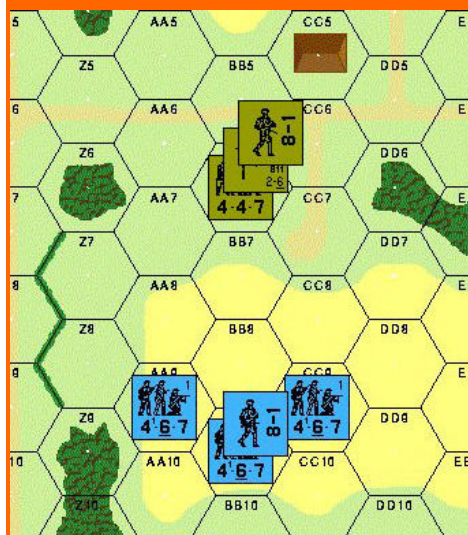
So, now you have an idea of where we are and where we are going! I hope you'll think about a submission or two for a future issue. I also hope you will share your thoughts about this issue. Let me know what you liked and what you didn't like. Enjoy!

Editor@socalasl.com



Matt "got CC?" Cicero

ASL Challenge!



The Wood Building Assault

This issue's ASL Challenge is a step back to the basics. There is no "right" answer to this Challenge. Think through your best solution (as the German or the Russian!) and send me a copy of your moves (logfile, e-mail or word document!).

The Objective:

A Russian squad is holding a key victory location...a single story, wooden building in hex 6BB6. The German player wins the Challenge immediately upon gaining control of the victory location; otherwise the Russian wins!

The Setup:

Scenario Length: One (German) Player Turn.

Playing Area: All hexes shown on map.

Scenario Date: July 28, 1944.

At Start Forces:

Russian: 1x447 w/LMG; 1x8-1 [ELR3/SAN 2]
German: 3x467; 1x8-1 [ELR3/SAN 2]

SSRs:

1. EC are normal and there is no wind.
2. Remember to play the virtual opponent to win!

Roll Call !

Steve "got IJA?" Svare

HTB!: What Got You Started in ASL?

SS: I first played Panzer Leader way back in 1978 or so, but the only person I could get to put up with me was my brother, who lost interest pretty quickly. I had seen Squad Leader in the store several times, and like most of us, was captivated by the back of the box. I eventually bought a copy, but never played it. Over the years I got involved in other games, but Squad Leader always stuck in the back of my mind. Then, last year my good friend Scott Faulk and I were sitting around talking about WWII history, something we both have a huge passion for, and I mentioned this cool game that I had always wanted to play against a fun opponent. From the moment we started, we were hooked.

HTB!: When Did You Start Playing?

SS: I started playing Squad Leader a little more than a year ago, but quickly moved into ASL when I saw the possibilities and learned more about the hobby.

HTB!: How Did You Learn The Game?

SS: Scott Faulk and I just trudged through most of Squad Leader, playing each scenario for the learning experience. Once we moved into ASL, it took a little while to start absorbing the dense rules, but most of them are starting to sink in (damn, I forgot to put residual down again). I finally went to a tournament (West Coast Melee III) this year, and learned a lot about how to play from some great guys.

HTB!: How Do You Prefer To Play? FTF, VASL, Tournaments?

SS: I prefer to play FTF, as a big part of the fun of ASL is the interaction with other players. Tourneys of course provide this, but I still like to relax with a friend and just play the game. Sometimes I could do without the pressure of finding out how fast I can gather my first loss.

HTB!: What's Your Favorite Nationality? Why?

SS: The Japanese are a blast to play. They are tough, and they behave totally differently than any other nationality in the system. I also have come to really enjoy the Pacific Theater, so I guess they sort of go hand in hand. One other reason I like to play the IJA is that they are one of the few nationalities that I can do a decent bad impersonation of while playing. There's nothing like making your opponent laugh so hard he forgets his SAN!

HTB!: What's Your Favorite Tactical Challenge? Why?

SS: I tend to favor meeting engagements and small combined arms actions. The first because they are rare and offer many opportunities for both sides, and the second for the variety and quick play they

provide.

HTB!: What's Your Favorite Scenario List?

SS: Totsugeki!, Panzers Marsch, Dogs of War, and just about any Campaign Game. Red Barricades CGIII is probably my all-time favorite, as it is for many others, and with good reason. I doubt it will ever be topped in the ASL world for its size, historical element, and complexity of options available. Man, now I want to play it again!

HTB!: Can You Describe Your Best and Worst ASL Experiences?

SS: My best experience overall in ASL has to have been going to West Coast Melee III this year. I met so many great guys, played more ASL in a weekend that should be legal (especially Dogs of War), and generally had a superb time. I plan on never missing another one if I can avoid it. I only won 1 scenario, but that wasn't the point. As far as specific scenarios that provided a great experience, I would have to say Totsugeki! The time I played it came down to the last CC, and the tension was higher than in any other game I have played. Oddly enough, and contrary to what I have said earlier here, the worst experiences I have had have been in Campaign Games. Number one was the first time I played Red Barricades as the Russians, where I didn't fully understand or implement the strategies the Russians need to have a chance to win. Sadly, my opponent played a masterful game with a superb armored blitz, and the campaign ended on day 3. Second was a playing of Pegasus Bridge. After losing badly as the Germans twice (actually having been removed completely from the map once), I have analyzed this with several people and come to the conclusion that the scenarios are more balanced than the Campaign. Oh well, those will never stop me from trying new CGs though.

HTB!: What Would You Like To Try Next?

SS: Tarawa is at the top of my list. Having looked it over and started a sample setup, this just looks too awesome to pass up. Since I am becoming a bit of a PTO junkie, I also want to learn the cave rules and try my hand at Kakazu Ridge. I wonder if there will ever be a scenario or CG using the entire KR map? (hint, hint)

HTB!: What Are The Top 3 Things You'd Recom-

mend To A Newbie?

SS: To paraphrase my realtor, Play, Play, Play!

1. You can't get better if you don't play regularly, and the best way to do that is to play opponents who are better than you. Challenge yourself by playing these guys once in a while and you just might surprise yourself eventually at how far you've come along.

2. Go to a tournament, whether it be West Coast Melee or one of the one-days. I can't say enough about the great group of guys we have here in the Southern California ASL Club, and every one of them would love to see new members and teach them how to play. Ask them questions, they love it. Basically, hook up with them when you can and play them as much as possible. You really will learn a lot and have plenty of fun to take the sting out of losing for a while. And never once will you hear a negative word about your play, we just want everyone to have fun and help the hobby grow.

3. Don't count out a theater or nationality just because you've heard it was hard to learn, or you don't necessarily care for those actions.

There are so many great scenarios out there, why limit yourself? If you never play PTO, you'll never know the complete and utter joy of jumping up and shouting "Banzai" in the middle of a game. If you never play desert stuff, how can you know the agony of a wind gust obliterating the vehicular dust you have so carefully used for cover? If you never play scenarios with airdrops or gliders, you can't truly complain that you've been diced. And if you never play night stuff, well so what!

HTB!: Thanks a lot Steve!



Moments in History: Have You Tried These, Yet?

Here are a few scenarios set in 1944-1945 in the Balkans. Let's just say that scenario designers have yet to fully explore this area of conflict (except for the German assault on Tito's headquarters!) It should be noted that there are also a few other scenarios set in the Balkan theater dealing with either the early war invasion or the mid-war occupation of these countries.

Subterranean Quarry, ASL32: Jan 1944; Kerch, Eastern Crimea; Partisan vs. Romanian.
The Cossacks Are Coming, ASL33: Aug 1944; Palesnik, Croatia; Partisan vs. German/Minors.
Valhalla Bound, A74 ('95 Annual): Mar 1945; Central Hungary; Partisan vs. German.
Tiger At The Gates, TOT41 (TOT#3): Oct 20, 1944; Turkeve, Hungary; German vs. Russian.
Death From The Sky, TAC36: May 25, 1944; Drvar, Yugoslavia; Tito's Partisans vs. German.
Knight's Move, Z25 (Dagger): May 25, 1944; Drvar, Yugoslavia; Tito's Partisans vs. German.
The Cemetery, Z26 (Dagger): May 26, 1944; Drvar, Yugoslavia; Tito's Partisans vs. German.
Operation Rosselsprung, FF14 (Waffen-SSII): May 25, 1944; Drvar, Yugoslavia; Tito's Partisans vs. German.

Moments in History

The Balkans, 1944-1945

By Matthew Cicero

Our theme this month is the Russian offensives into and through the Balkans in late 1944 and early 1945. Since that was a theater about which I personally knew very little, I figured it would be worth a looksee in my meager library of WWII books to see if I could educate myself. Here are the fruits of my labor. Hope it helps you as much as it helped me!

Page 5 has a map to help you follow the action described below.

General Notes

1. 1944: 6 million Soviet troops faced 2 million German troops on the Eastern Front.
2. The German Oberkommando der Wehrmacht (OKW) was responsible for the Scandinavian, Western European, Mediterranean and Balkan theaters while the Oberkommando des Heeres (OKH) was responsible for the Eastern Front. The dividing line between the commands ran through a village between Belgrade and Budapest making coordination in the Danube region difficult. Field-Marshal Wilhelm Keitel (1882-1946) was Chief of the OKW. Colonel-General Heinz Guderian (1888-1954) commanded the OKH from July 21, 1944 to March 29 1945.
3. The Soviet campaigns of 1944 were designed to stretch the German defenses in the East to facilitate the push towards Berlin through Poland in 1945. By the end of 1944, there were approximately 26 German divisions in East Prussia and 55 near Budapest in Hungary leaving only 49 in the central sector in Poland. Hitler had obliged the Soviets with his preoccupation with Hungary and his refusal to give ground in the Baltic region.

Timeline of Events

- 08/20/44 2nd Ukrainian Front under Malinovsky and 3rd Ukrainian Front under Tolbukhin assault Romania with 92 infantry divisions (6 tank/mechanised corps) totalling 1 million men. Malinovsky attacks south near Iasi and establishes bridgeheads over the River Prut, threatening to cut off the German 6th and 8th Armies and the Romanian III and IV Armies while Tolbukhin attacks southwest using his foothold across the Dniester near Tiraspol.
- 08/23/44 Dictator Marshal Ion Antonescu is arrested by King Mihai and an armistice declared with the Soviets. Romanian units begin to surrender to the Soviets en masse and soon are absorbed into the Soviet formations to fight against the Germans.
- 08/24/44 The two Soviet pincers commanded by Malinovsky and Tolbukhin close around 18 German divisions of the 6th and 8th Armies in Romania north of Galati and southwest of the Rivers Dniester and Prut.

- 08/29/44 The enclosed German/Romanian divisions are annihilated. Army Group South Ukraine under Friessner is reduced from 500k Germans and 400k Romanians to 200k Germans retreating to Hungary. This dwarfs the loss of the 6th Army at Stalingrad.
- 08/29/44 Admiral Horthy, Regent of Hungary, replaces the German cabinet in Hungary and starts overtures to the West.
- 08/30/44 Soviets occupy the Ploesti oilfields.
- 08/31/44 The Soviets take Bucharest, capital of Romania...first of the eastern European capitals to fall.
- 09/05/44 Friessner moves into mountainous rim of Transylvania, territory reclaimed by Hungary at the outset of the war from Romania. Strong German-Hungarian counter-attack in the Carpathians.
- 09/06/44 Malinovsky begins attacks to break through Transylvanian Alps with 64 divisions.
- 09/08/44 Soviet 57th Army invades Bulgaria and Bulgaria declares war on Germany that day.
- 09/15/44 Hitler authorizes partial withdrawal for Friessner behind Mures River in Transylvania.
- 09/17/44 Bulgarian army formally placed under Soviet command.
- 09/17/44 Field Marshal Maximilian von Weichs, commander of Army Groups E and F, begins the withdrawal from Yugoslavia, Albania and Greece while confronted with the Soviets, Bulgarians, Yugoslavian partisans under Tito and Chetniks under Colonel Draza Mihajlovic. Operation Rat Week launched by Allies' Balkan Air Force to block retreating Germans' routes north from southern Yugoslavia and northern Greece to help Tito move on Belgrade and link up with Soviets.
- 09/22/44 The 3rd Ukrainian Front strikes towards Belgrade.
- 09/30/44 Loehr's Army Group E evacuates the Greek islands and moves through Greece to link up with Army Group F in Yugoslavia.
- 10/01/44 Hungarian armistice delegation reaches Moscow while Malinovsky and Petrov (4th Ukrainian Front) drive towards the River Tisza.
- 10/03/44 The Soviets enter Serbia and then turn North to carry the fight to Hungary.
- 10/10/44 Full German evacuation of Greece and Albania finally authorized by Hitler.
- 10/11/44 Hungary signs armistice in Moscow.
- 10/12/44 Tolbukhin's 3rd Ukrainian Front crosses the River Morava south of Belgrade.
- 10/14/44 Battle of Belgrade proper starts in earnest with Germans. Tolbukhin and Tito link up and overwhelm Germans.
- 10/15/44 Before Horthy announces acceptance of Soviet peace terms, German commandos seize control of the government. Ferenc Szalasi is installed as new Regent. Many Hungarian units defect with officers to the Red Army over the loss of their government.
- 10/20/44 Debrecen, 3rd largest city in Hungary, falls to Malinovsky following a large tank battle in the lowlands.
- 10/22/44 Nyiregyhaza falls, cutting communications for Woehler's 8th Army which was withdrawing before Petrov. Friessner counterattacks and retakes Nyiregyhaza, allowing Woehler to withdraw across the Tisza.
- 10/29/44 Malinovsky begins to attack across Tisza towards Budapest.
- 11/04/44 The Soviets reach the outskirts of Budapest.
- 11/11/44 The Soviets begin a series of encircling assaults to capture Budapest, including two major attempts to take the city itself.
- 12/05/44 Malinovsky's 3rd major attempt to take Budapest begins.
- 12/21/44 Woehler replaces Friessner as head of the German Army Group South.
- 12/25/44 Hitler orders Herbert Gille's IV SS Panzer Corps to move from Warsaw to Hungary to try to free Budapest.
- 12/26/44 The Soviets succeed in encircling Budapest, trapping 5 divisions (80,000 German/Hungarians) inside.
- 01/15/45 The last German attempt to breakthrough to Budapest by the 4th SS Panzer Corps falls 20km short.
- 01/17/45 The remaining defenders of encircled Budapest withdraw to Buda on the western bank of the Danube.
- 01/18/45 The Soviets grind through Pest and take that half of the city with flamethrowers, demo charges and point blank artillery.
- 02/16/45 The remaining 16,000 Germans try to fight their way out of the encirclement of Buda and are annihilated. Buda falls.
- 02/28/45 Dietrich's Sixth SS Panzer Army begins to move from the West to protect the Hungarian oilfields near Lake Balaton.
- 03/06/45 'Spring Awakening', the last German offensive of WWII begins on the shores of Lake Balaton against the 3rd Ukrainian Front. Dietrich's 6th SS Panzer Army and Hermann Balck's 6th Army contain 31 divisions with 11 Panzer and panzer-grenadier divisions and 800 tanks. The mud and swamp quickly grind the attack to a halt (03/15/45) despite early gains.
- 03/25/45 Rendulic replaces Woehler as CinC Army Group South. Tolbukhin reaches the Austrian border and Malinovsky reaches Bratislava. The remaining Hungarian forces begin to surrender in large numbers.

Words That Echo...

"Heroism is endurance for one moment more."

George F. Kennan

By Matthew Cicero

Building upon years of collected and oft-times painful experience, the faculty of ASLU have developed this new course offering to help empower future generations of married/betrothed/been-with-her-forever ASLers. To become a Grog-nard one must execute deft and cunning application of Social Time Management. A summary of the primary learning points follows:

Conversation Prevention (CP)

CP is only possible following a successful Communication Device Overrun (CD-OVR). This involves disconnection of all devices that would permit your wife to converse with friends and family while social plans are being set. After all, Wife-Conversation = Wife-Determined social activities. If you wish to engage in social activities of your design, then you must prevent your wife from making hers first. In order to perform a successful CD-OVR, it will be necessary to pass a PAATC or Pre-Appliance Advance/Attack Technical Check in order to be able to prevent conversation without permanently disabling any vital communication appliances. Wife Overrun Prevention is a very real possibility should she notice you yanking repeatedly on the phone cord while she is trying to dial.

Calendar Management (CM)

Successful CM hinges on one critical point: you must establish known, unforgettable Husband Blackout Dates (HBDs). HBDs help to mitigate the need for Conversation Prevention by establishing strong Non-Activity Awareness on key calendar dates. Of course, Wife Override (WO) can be employed to reduce HBDs to nil. Unfortunately, the probability of WO rises in direct proportion to the number of HBDs attempted. Thus, each husband must carefully consider the loss of all HBDs each time a new HBD is added to the schedule. This calls for establishment of critical HBDs first. Once WO is invoked, EWB: Excessive Whining Breakdown is the only possible recourse for the put-upon husband. It may be childish and demeaning, but it can lead to the return of a few key HBDs in the Refit Phase.

Interrogation (I)

Judicious use of Interrogation can lead to successful social time management. Friendly Interrogation such as "Honey, are we doing anything this weekend?" is an option, though this usually reminds the wife that a date is open and thus can lead to phone calls to friends and family [Tactical Tip: a crafty husband will engage in Friendly Interrogation only after establishing Conversation Prevention]. Hostile Interrogation is also possible, though it does run the risk of Pinning and elimination of all currently established HBDs if unsuccessful. Hostile Interrogation often involves either the appropriation of the wife's calendar/day planner for research and/or prevention of social planning or the outright demand for Husband-Generated Activities (HGAs). Hostile Interrogation often takes the form of "Why can't I go to the convention? I haven't seen these guys in months? Can't we reschedule the pool party to another time?" Unfortunately, this type of Interrogation often leads quickly to WO followed by EWB with significant negative modifiers during the Refit Phase.

Summary

Overall, as a husband, you're screwed. WO is the trump card which a Grog-nard Wife will employ without concern or remorse in nearly every instance. This cannot be helped. In fact it may often work out to a husband's advantage given the participation it requires in non-ASL activities! The bottom line is that Social Time Management is, traditionally, a wife's responsibility.... primarily because husbands tend to be forgetful about most activities beyond the next three minutes. Wives have honed their skills for generations and have learned to execute their management in a truly draconian and disciplined fashion. All we can do as husbands is to try to influence things a bit and get in our "silly game playing" when we can.



You Can Never Have Too Many ASL Charts!

Rich Spilky was kind enough to pull together a series of play aids which he dubbed his "ASL Tables." I found them on the ASL Crossroads website (check out the link from our Club webpage!) a while back and they really are a huge help. I realize that reprinting them here is kind of redundant since you can download and print the whole set yourself. Nevertheless, I can't think of a better way to point out Rich's excellent work than to include a sample in our newsletter. I'll be reproducing more of Rich's tables in future issues unless it becomes obvious that the Club has already become saturated with copies....so let me know! -ed.

Vehicular Smoke Dispenser/Grenade Usage Table

Rules Sections: D13+, F.10

| Dispenser Type | Situation 1 | Situation 2 | Situation 3 | Situation 4 | Situation 5 | Situation 6 |
|----------------|-------------------------------------|--|-------------|-------------|------------------|-----------------------------|
| | AFV has moved, and/or is in Motion. | Beginning of Stopped AFV's MPH, prior to expending a Start MP. | CT BU AFV | OT BU AFV | CT or OT, CE AFV | Armed but Unarmored Vehicle |
| SD | 0 | 0 | +1 | +1 | 0 | N/A in ASL |
| SN | 0 | 0 | +1 | N/A | N/A | N/A in ASL |
| SM | +2 | 0 | +1 | +1 | 0 | N/A in ASL |
| SP | 0 | 0 | N/A | N/A | 0 | N/A in ASL |
| Smoke Grenade | 0 | 0 | N/A | dr<=1 | dr<=2 | N/A in ASL |

Notes: Situations 1 and 2 are cumulative with Situations 3-5.
Situation 3: SN modifier of +1 becomes 0 if used during CCPh.

The Grogard Speaks!

"Zen and the Art of Enjoying a Campaign Game"

By Jim Aikens

Playing a Campaign Game can be a big commitment, both in gaming time, and household space. If you haven't played a CG, you're missing a truly great ASL experience. Although many players find them rewarding, many CG's don't get played to conclusion. They die from a lack of commitment on the part of the players, usually the result of one player losing interest. Here are a few suggestions, based on my experiences, to help you get through a CG, and reach the Zen of enjoyment that so many players have talked about. I speak from experience. I have a group that has met weekly for nearly 5 years. In that time, we've tackled three RB CG's, and two BRT CG's. We're currently deep into the playtest version of Central Stalingrad's CG III.

Pick a reliable opponent or better yet, several. I recommend playing CG's in teams of two or more players each. The reality of playing CG's is that sometimes the real world just gets in the way. Not everyone can make it every week. With two or more players on a side, it's just not that big a deal if someone can't make it for one session. It takes a lot of the pressure off the players personally, and makes it easier to find CG opponents. They won't feel they've let everyone down because they can't make it one night. The show will go on. Also, if someone's long-term commitment fails, that player can be replaced and the other players can still have some sense of continuity in the CG.

Work in teams. One of the most tedious experiences I've had playing CG's is when players aren't playing as a team, but instead suffer from what I call "bipolar player disorder" or "playing by committee". That's when two or more players try to play a side as if they are one player suffering from schizophrenia. The movement of every piece generates a debate on tactics. What eventually happens is that one of the players on a side will become dominant, and the other will become passive. Soon, the passive player will lose interest (who wants to play with someone supervising your every move?) and may start missing game nights with greater and greater frequency. So how do you overcome this? We've found two ways that work as well in ASL as on the basketball court:

1) Play the Zone. Set up individual players' zones of control. Divide your force up based on your respective goals and objectives, set up within your boundary and play!

2) Play One on One. This works particularly well for the defender. Each defensive player plays against one attacking player, and reacts to that player's actions. No defensive control zones are needed. There will be times when two players will want to use the same assets, but you'll find it can usually be worked out on a

common sense basis. If this is happening a lot, a short team meeting to prioritize that side's objectives will usually clear the problem up.

The key to success using either method is discipline. Yeah, you'll look over every once in a while and watch your teammate make a bonehead move. Get over it, and as Russ Buntin says "Shut up and play". Trust me, in a few minutes, your opponent will suddenly display a horrified look as he watches HIS teammate make an even bigger bonehead move. This leads me to my next point...

Don't let the details bog you down. In ASL, S#it Happens. Unlike a conventional scenario, it most likely will not ruin the game...unless you let it. There are usually too many details. Personally, I don't have enough functioning brain cells to cope with them all. Generally, CG's aren't lost over a few details. They're lost because the players didn't focus on the strategic picture. CG's are a different mindset than conventional scenarios. Good CG players win by playing an overall solid game, and keeping their eye on the big picture.

Be realistic. Obviously, CG's take a lot of time. Trust me, you don't suck just because you can't finish a RB CG date in a 3 - 4 hour session. No one can. Maybe you can get only one complete turn done in an evening. A glacial pace? Perhaps, but relax and enjoy it, and those single turn evenings will add up. Though successful team play can really speed things up, the key is to not feel like you have to speed things up.

CG's aren't for everyone. To enjoy a CG, you have to be forgiving, both to your teammates, and yourself. You also have to enjoy the game from a strategic level. Designing a strategic plan to accomplish your CG objective adds a thrilling additional dimension to ASL. From a personal perspective, it's this dimension, combined with the comradery of playing on a team, that makes playing CG's such a great enjoyment for me. I hope it works out that way for you, too.



Jim "got CG?" Aikens

("Arnhem" Continued from page 1)

Arnhem.

Our first stop was at the Airborne Museum in Oosterbeek. This was the general location of the airdrops/glider landings West of the Bridge. The Museum is in the Hartenstein Hotel which was the HQ for Major-General Urquhart. This area was chosen for its strategic significance to protect the landing zones. When you take a look around the site you can in fact see that you're on a slight hill, which in Holland is hard to come by. The plan was for the majority of the force to from up in this area and then move to the bridge, while Frost and about a battalion of men went to secure the bridge. The two forces were quickly cut off from each other by the Second SS Panzer Corps.

In the museum, there is a 15-minute slide show over a scale model of the area. Lights back up an audio account of the battle on the model to illustrate the locations of the various actions and highlights. Also in this room are photographs of the eight soldiers that received the highest British and Dutch decorations for their valor during the battle. The second room is an overview of the Netherlands in wartime. Rooms 3-5 show original footage taken during the battle. Also present are various small arms used and other pieces of equipment. Room 6 is a tribute to the American actions around Eindhoven and Nijmegen. Room 7 outlines the Polish contribution to the battle. I would add that for those who rely on the movie for this part of the battle, they would be doing the Polish airborne a grave injustice. It appears that if it weren't for the Polish, it's unlikely that any British would have made it out of Arnhem, except as prisoners. In room 8 you learn about the efforts of the Dutch resistance, who sheltered and helped some 500 soldiers escape. The final room details the evacuation of the civilian population from Arnhem. As you leave this room you read the German version of a No Trespassing sign: "Anyone entering Arnhem will be shot on sight!"

You see a good amount of military hardware in the museum as all types of small arms and uniforms are present. Outside there are a 75mm Sherman and a 57mm anti-tank gun, both restored yet they still have holes in them. The focus of the museum is a general education on the battle and the forces involved, and what those forces used and had to endure. If you have been to Europe and visited WWII museums from other battles you would see this one as typical. I do not mean that in a bad way, they just have a certain style. Overall, it's a good museum and a have to see if you visit the area. I would give it 7 out of 10 stars.

Tune in next newsletter for the second part of this story: a walk around the bridge area.

After Action Report: "My Rookie Year AAR"

By Scott Faulk

One of the greatest things I discovered while learning the basics of this game was the wealth of "newbie" information available. Most of it is written by battle-ragged grognards (ASL veterans) and much focuses on gameplay. While I'm in no position to call myself a grognard, my first 365 days in the hobby did provide me with a bit of wisdom. I won't go the route of most newbie articles and extrapolate on the tactics of using a FT-17 to its best advantage. I will, however, hopefully provide some guidance on how to get the most out of your first year in this greatest of hobbies...

How'd it all start, you ask? Well, a simple discussion of *Saving Private Ryan* with Steve Svare brought to light our mutual infatuation with cardboard battles. Mr. Svare then mentioned he had an old copy of a game called *Squad Leader*. After trying it and digesting it's somewhat different unit representation and tactics (I had never played anything on such a small scale before) I wasn't that excited about it. However, we played it weekly for an hour while we waited for the rest of our "Dungeons and Dragons" group to arrive for our weekly geeking session. We finally worked our way to the scenario *Hill 621*. I was a bit apprehensive about playing it at first glance...it was far larger than any of the other preceding scenarios and I wasn't having a lot of fun to that point. I now look back on that with thanks that I did decide to go on and play that scenario. It played to the last turn and was back and forth for the duration. Instantly I was hooked despite losing in the last close combat phase. Three months later, the D&D group wasn't coming around any more and we were playing *Crescendo of Doom* scenarios.

An auction on eBay granted me access to the out-of-print ASL Rules Book (ASLRB) and so my sole opponent, Steve, and I took the step to "Advanced" *Squad Leader*. After several tries at converting our *GI:Anvil of Victory* brain-washed heads to ASL, we finally completed a scenario. *Fighting Withdrawal* was our first battle played to completion. Although our

blazes didn't create much smoke and spread far too quickly, it still was a ton of fun. It also convinced us that this was THE Game. Then we went on to butcher other scenarios (what do you mean there is NO valley in *No Better Spot to Die?*), yet had a blast playing them.

Can we get in any deeper? A rule question led us to the ASL Mailing List (ASLML) on the internet. After staying subscribed we learned that there were some out-of-print scenarios that were originally printed in French and sat untranslated. We were dying to contribute to the hobby and decided to go ahead and start a website that would host the translations of these *Tactiques* scenarios. Problem was, we didn't speak French. Both of us grew up in Southern California, we knew *carne asada*, not *escargot*. The solution was found in translation software and good old red ink. We slaved away translating, laying them out and getting them cleared with the French ASL community. Through that effort, we were introduced to the ASL community, which we had no idea was so large. An email from Matt Romey led us to the SoCal ASL Club and West Coast Melee.

My first tourney. Steve and I agonized long and hard about actually going to an ASL tourney. I mean, we were rank amateurs and didn't want to go and piss the grognards off with a ton of questions. Even more important, I didn't want to embarrass myself with my newbie-ness. I can now say, with 100% solid assurance, that my thoughts then were completely and utterly incorrect and unfounded. I had an immeasurable amount of fun at West Coast Melee. For starters, there is no anti-newbie faction. On top of that, surprisingly, I actually won a game. I beat Chris Olden (featured in this issue as a scenario designer!) in "One Eye to the West". Albeit, he had some of the worst dice rolls in the history of dots on cubes, but I did win against someone not named Svare. I also took home an almost completely different game. One that included residual firepower, smoke, fire lanes, double-timing and a ton of other aspects of the game that we were forgetting to implement or were doing incorrectly.

How would I summarize my freshman experiences? In one year I've not only learned the basics of an incredible game system, but also managed to hash out a few intricacies and opinions about the Game I love. On top of it all, I've

learned to enjoy it for the game it is. It's not a perfect simulation of combat. I have a few problems with a few aspects. The climbing rules, the rules allowing VBM freeze, heroes as cannon fodder, I have a few hesitations seeing these as "realistic". However, it is a GAME. A fun one at that, so why get so worked up about something that never really takes away from the enjoyment of what is a great hobby?

At first, I only wanted to play scenarios that interested me. If I felt like an East Front armor battle I'd play something like *Pomeranian Tigers*. It didn't take long to learn that most scenarios, even ones touted as dogs, are still a lot of fun. Would you really rather be working than playing *Agony of Doom*? Didn't think so. Notice that when I say, "what scenario do you want to play?" I emphasize the word PLAY for a reason.

What would I recommend to a newbie? Here are my freshman words of wisdom....

Play for enjoyment. The single most important thing every newbie should understand, it's not about winning, it's about having fun.

Go to tournaments. Whether it's a one-day or a weekend long Body Odor-fest like West Coast Melee. There is so much more to the game than what is found in the rulebook. You learn most of it playing face to face with multiple opponents.

Rodney Kinney's VASL program. If you have a computer and internet access, I cannot recommend it enough. It allows you to play ASL over the internet. Either through e-mail or live over the Net on a 24 hour a day server. This is the BEST way to learn rules. You get to work through turns using a logfile, step by step, and follow along with your rulebook without holding your opponent up. To make it even easier, there is no shortage of opponents. When I was ready to take on the responsibility of a game, I simply posted a message to the ASLML and within twelve hours I had about two dozen prospective opponents. I ended up playing a So-Cal ASL member who was more than willing to take me under his wing. As a bonus for him, he's racked up a few Challenge Cup victories as payment for my tuition.

Remembering the basics of the game. When you fire in defensive first fire, remember to leave residual. For some reason, I've seen that it is one of the most forgotten parts of setting up a good defense. I'm not lauding my defensive abilities here. However, I've played enough "experienced" folk that overlook the whole residual firepower concept. Knowing what your units can and can't do is one of your greatest strength. Knowing that you can CX across that open ground and not be left high and dry by the end of your turn. Or that you DO have a defense against that overrunning tank. The knowledge of the basics of ASL combat will help your game.

Add in the bells and whistles but start with Chapter H. Check out Chapter H as you look

Did you Know? By Brandon Liesemeyer

In many scenarios the defender will find his tanks outnumbered 3 or 4 to 1. Moving should be on his mind. One thing I like to do is place the tank hull down behind a stone wall with the rear VCA toward the threat axis and the TCA down the threat axis. Then when things get too hot, roll for Motion and get out. Now, I'm sure someone out there is saying, "our president is an idiot, a VCA change is free on a successful Motion attempt". True, but what if you don't get a chance for a Motion attempt (say he's not driving right into your perfect setup)? You save 3 or 4 MPs by facing the tank in the direction you're likely to run. How many times have you said, "damn just one more MP!"

(Continued on page 12)

"Zen of the 1 PP ASL Set"

By Robert Feinstein

ASL tournaments are good for you on so many levels. The camaraderie, play time, and cuisine are but a few of the many pleasures awaiting grognards and newbies alike. Personally, I enjoy seeing the many different ways people organize and travel with their ASL sets. Some big, some small, some rugged, some tall, some neat, some not, all show thought. Every player's set seems unique.

I'm on my 4th set these days. My first was a large drawer system that my roommate laid flat on its back while moving. Much sorting followed. My second was with ~30 small Plano type boxes, each 8" x 4" with 18 compartments. They were very durable, but the small deep compartments made digging for counters painful. Furthermore, the weight of the set was still an issue. My third is the subject of this article.

My goal was the most durable but lightweight set possible (within financial reason). Funny how one's financial reasoning regarding ASL gets reset once you start flying across the country to attend tournaments (ASLOK!). Here were the design goals for my 3rd ASL set:

1. Must be light enough to easily carry by one hand (1 PP).
2. Must fit into the overhead baggage compartment of an airplane.
3. Must be waterproof enough to use as an emergency floatation device.
4. Must contain all the "core" ASL components.

To begin, I started where improvement was most needed – the map boards. I had seen 3 other sets that used laminated color photocopies of the boards. This looked like an expensive way to go, but hard to beat. I then decided that, while I'm at it, why not enlarge the boards? After much analysis, I determined that copying each board half (actually, A-S and O-GG) at 129.5% would: a) fit on affordable 11" x 17" paper; b) fit perfectly atop the two stacks of counter trays; c) match Red Barricades hexes. Hold me... After much shopping around, then copying, trimming, laminating, trimming, and labeling 86 board halves, my maps went from 16 to 5 pounds, and from 880 to 272 cubic inches (and my wallet shed ~\$250). I then modified a pillowcase to contain the map boards. Sweet! For those of you looking for a simpler (but equally costly) solution, you can order ASL map boards unmounted, and then have them laminated.

Next, I chose a new counter storage system using 12 of the Plano

3701 containers. These are 14" x 9" with 34 big but shallow (~1") compartments. As Jim Aikens exclaimed a few years back, "The search for the perfect ASL counter tray is over." He was so right. Plus, they are about as wide as an airline carry-on. Stacking them 1 wide by 2 deep by 6 tall fit nicely into the carry-on size sport bag I intended to use.

Let me interject here a few words on how I organized my counters. This

ranks right up there with the IIFT debate and counter clipping as a topic that generates religious fervor. The first issue to tackle here is where to start. I punch or sort all counters destined for the same counter tray into homogeneous piles, then count the piles. If you have 34 compartments and >34 piles, you will have to condense the counter mix by combining piles. For example, put squads and HS together, or combine INF, RCL, and MTR. The goals are twofold: 1) reduce the piles to an acceptable number, and 2) only combine piles that are fairly easy to sort out later.

| Lead-ers | Other SMC | Crews | MG | FT/DC | LATW | Other SW dm SW |
|----------------|----------------|----------------|----------------|----------------|----------------------|----------------|
| 6-5-8 3-4-8 | 8-3-8 3-3-8 | 5-4-8 2-3-8 | 4-6-8 2-4-8 | 4-6-7 2-4-7 | 4-4-7 2-3-7 | 4-3-6 2-3-6 |
| AT Guns | AA Guns | Other Guns | No MA | AAMG MA | CMG MA | 20L(4) MA |
| 20L(6) MA | Other 20L MA | 37L MA OT | 37L MA CT | 40,50,50 L MA | 75* MA T/ST | 75*,81* MA NT |
| Conceal-ment ? | 75L MA T/ST | 75L MA NT | 75LL MA | 88L,88LL MA | 105,128L, 150* FT MA | |

Figure 1. German unit distribution in a Plano 3701 tray.

size of the piles, I use the turret type (T/ST/NT), OT vs. CT, or red vs. black MF as a way of splitting up these disproportionately represented MA types. Doing so by turret type is best, since the OB listing (pictures of counters) on the scenario card is sufficient to locate the proper compartment(s).

The other major counter storage hurdle is organizing all the information and nationality independent counters (such as fortifications). My 3 guiding principles were : 1) all "combat info" counters (i.e. anything needed during play) go into one tray, 2) all counters required only during setup go into another tray, and 3) only logical or intuitive combinations of counters could share a compartment. The first point is addressed in Figure 2 below, showing the "Combat Info" tray. The second "Scenario Set-Up" tray holds the rest (not shown). Its not perfect, but it works pretty well.

The only remaining items were the rulebook, charts, scenarios, and trinkets (dice,

| Turns/ Scenar Info | Turrets/ NT CE-BU | Motion/Veh Dust | Bog/Mired/ T-Break | All Veh. Mal/ Disable | Stun/Recall/ Shock/UK | Abd/Scrged/ Out of Gas |
|--------------------------|-----------------------------|--------------------------|------------------------|-----------------------|-----------------------|--------------------------------|
| Levels 1/2/3 Roof/Cellar | Crest/Rdblck/ Climb 1/2/3/4 | Sewer/Lost/ Bank/Culvert | Veh Crest/HD/ Trailers | Gun SMOKE | Infantry SMOKE | Blaze/Flame |
| Acq A | Acq B | Acq C | Acq D | Acq E | Acq F | Wall Adv/ Path/ Breach/ Gutted |
| TI/Disrupt Labor | Hero Fanatic | Berzerk Banzai | CC/Melee | Prisnr/ Ecircld | IF MG/Gun CA | All OBA |
| Prep Fire | Def Fire | Resid FP | Fire Lanes | Pin | DM | |

Figure 2. The "Combat Info" counter tray.

pages (sans protectors) and had them spiral bound, with a color copy of the rulebook artwork under the clear cover. I then spiral bound a few hundred scenarios, and bound all my charts and chapter dividers together. The spiral binding is the best, because you can flip the front all the way around to behind the back. For example, the scenario binder can be opened flat to

(Continued on page 9)

Scenario Design Notes

By the Designers

This month we have 5 scenarios from three sources. The scenario cards are not an integral part of the newsletter to allow you to more easily incorporate them into your scenario storage system. Please remember that these scenarios are not for general distribution, yet, so keep any photocopies within the Club.

Many of the scenarios we will see in our fine Newsletter will still be in Playtest Mode (which is true of most of our offerings this issue!). I can't encourage you enough to submit even the briefest comments as feedback if you happen to play one. And I wouldn't be a good Club Member if I didn't point out the fabulous new facility to submit AARs Mr. Simonsen has provided for us on our very own website! Thanks. —ed.

Blunting the Spearhead (BP01)

Ron Fajarit has created a great adaptation of an old SL scenario that first appeared in the now -defunct *BattlePlan* #1. This one has not seen much playtesting up to now so Ron is eager to get some feedback on the balance. This editor would also be interested in an AAR or two for a future issue of HTB!

Hungarian Goulash (OAF76)

Brian Abela dug up this old *On All Fronts* scenario. Steve Svare has done some pretty incredible reformatting to bring this Russian-Hungarian slugfest to you. As this one is a re-introduction rather than a redesign, no additional playtesting has been done. Give it a whirl and let me know what you think!

The final 3 scenarios are new designs from Chris Olden. Scott Faulk and Steve Svare have done a great job pulling Chris' scenarios together into snazzy scenario cards. Chris' design notes follow...

"These scenarios came about as part of a project that Bruce Kirkaldy and I have been talking about/working on for almost a year. They are meant to be part of a scenario pack similar to The Provence Pack and Time on Target #2 (RIP). Bruce and I hope, eventually, to be able to submit the project to MMP as a HASL module.

Hungarian Manors (OPT1.1) is actually several actions rolled into one. I found a lot of cool little idea "nuggets" in my reading that were neat but couldn't stand on their own as a basis for a scenario. So, I

tried to make a scenario that would capture the "feel" of these actions while still being historically accurate as to the units involved. "HM" seemed like a really easy idea for a scenario but turned out to be more difficult in initial playtesting than I expected. The initial version was a nightmare of SSRs and overlays and the VCs made "Dogs of War" look prosaic! However, with large amounts of input from the playtesters, it's now very playable.

Extracurricular Activity (OPT2.1) on the other hand, is a single action that is mentioned in almost every article on the siege of Budapest. Compared to "Hungarian Manors", "EA" was a very easy scenario to design, with a few "happy accidents" that worked out pretty well. Apart from changing which MMCs I used to represent the "Budapest ROTC Marching Band" the scenario is almost exactly the way I wrote it down on paper some months back. "EA" is a scenario of maneuver. If the Hungarian player tries to win by slug-ging it out, he'll never make it to the victory building. The Russian player has to play the delay game, but can't afford to have units get cut off by an aggressive Hungarian attack. "EA" is 50/50 after 10 playtest games.

Charge of the Bumblebee (OPT4.1)

The Hungarian 1st Technical University Assault Battalion makes another appearance. Although a small force, they did make substantial contributions to the defense of Buda. They are again facing units from the Soviet 180th Infantry Division; the same unit it faces in "EA." Both sides are aided and hindered by the falling snow and ground snow does slow the Hungarian push up the hill. The Russian player needs to set up smartly and gain concealment before the shooting starts. The Russian player should also familiarize himself with F8.6. The Hungarian player must set a good pace to his attack and use those Hummels for all they've got. Again, this is just a playtest version.

Since these scenarios are still being playtested, please e-mail me your thoughts, criticisms, or just plain old abuse about them. I appreciate the input. I hope you enjoy them."

-Chris Olden



Chris "got Buda?" Olden



Figure 3. Contents of a 1 PP ASL set.

("1PP ASL Set" Continued from page 8)

any page and have only a 9" x 11" footprint. Very functional, with essentially no weight added. When compared to the monster 3ring binder of page protectors, the weight and volume savings are ~75%.

The core components of my 3rd ASL set are shown in Figure 3 to the left. In the end, my ASL set met design goals 1 and 2. Very light, and it fit easily into an overhead compartment. I have not yet tested it as a floatation device. However, whenever I fly, I smirk as the stewardess explains that, in the unlikely event of a survivable water landing, you must leave all your belongings behind in order to slide down the emergency chute. No way – my ASL set and I will take our chances together.

The 4th design goal was that my set had to contain all the "core" ASL components. Sadly, my Deluxe ASL boards were left out. The solution is simple enough – copy and laminate the deluxe boards. One of these days...

I am both happy and sad to see the ASL product line thriving once again. More modules and historical campaigns, new maps, and more counters. Alas, my 1 PP ASL set served me well for 5 years. But now, with Allied Minors, black SS, Ox and Bucks, historical maps, and so much more, I decided it was time to add more counter trays. This required a new bag for my set. The new bag is very cush (with wheels and a handle), but it's beyond 1 PP. That's OK, so long as it floats. Roll low!

The Grognard Speaks! "City Fighting Tactics"

By Robert Smith

Bob is one of those rare guys who not only reads and remembers the ASLRB (sheesh, I forget where I store the darn thing half the time!) he also understands the ASLRB. Here are a few gems Bob pulled together on the topic of city fighting. I've included rules references to help point you in the right direction for verification. Any errors in rules referencing are my doing. Hope these tidbits help you in your next game. Oh, please don't forget to drop me a note if you have any comments on Bob's suggestions. —ed.

The Range Zero SFF Freeze

Units at different levels of a building are at range 0 to one another. A defender can not SFF outside of its own hex if it is eligible for TPBF. For this reason, it may be better to avoid stairwells when defending from upper levels since an enemy in LOS on the stairs below will create a TPBF opportunity and thus freeze the unit at the top of the stairs. One extra note, a CE or OT AFV that enters a hex in bypass will 'freeze' an upper Level unit while a BU CT AFV will not.
(A7.211 TPBF; A7.212 Target Selection Limits and Q&A; A8.3 SFF)

Stacking Can Be A Good Thing?

Fire lanes ignore Smoke and Dash penalties. If

you have a stack of units which need to cross a street behind smoke, it may be better to dash in a stack. If a single unit crosses, a fire lane could be established which would then punish all of the remaining units that wish to cross.
(A4.63 Dash; A9.22 Fire Lane)

Battling For Building Control

Tip #1: Broken units block stairwells just as well as non-broken units. Consider leaving that broken HS at ground level rather than routing him up to "safety". Medals for all you brave broken boys!

Tip #2: Always remember Upper Level Encirclement. Broken units who are ADJACENT to known enemies will surrender if encircled. If No Quarter is not in effect, you can't voluntarily break when ADJACENT to an enemy if you are encircled, as this would cause you to surrender. The exceptions include: Partisans, Gurkhas, SS vs. Russians, Commissars and Fanatics, who are allowed to voluntarily break, but who never surrender. They can break and rout away for a last minute hold of a key building even if they are upper level encircled!
(A7.7 Encirclement; A7.72 Upper Levels; A10.41 Voluntary Break; A20.21 Capture: RtPh; A20.3 No Quarter)

Surrender!

If you have any valid rout path that does not include interdiction, then you are allowed to take a valid rout path which includes interdiction. For example, if all rout paths out of a building are interdictable, but you can rout up to the second floor, you can choose to risk interdiction to get out of the building.

(A20 Capture)

Hug a Tree...or a Wall...

Full TEM apply to residual firepower even if units are in bypass. Hug those buildings and trees rather than running down the middle of the street! Such TEM also negate FFMO.
(A8.2 Residual plus Q&A)

Take the High Ground

PBF does not apply when firing at targets two levels or more above you. Be careful when getting close to those second level defenders! They get PBF and you don't.
(A7.21 PBF)

Hopefully They'll Find the HS First

Remember to use Random Selection when someone uses a HS to bump into your concealed stack. Don't automatically reveal everyone in the stack. However, all HIP units must be placed on the board under a '?' prior to the Random Selection determination. Note: look over G.4 if you are playing a PTO scenario as there are exceptions to the normal Detection rules.
(A12.15 Detection; G.4 Detection-PTO)

Buildings vs. Woods

You can choose to ignore locations within your current building as rout targets. This is not true in woods. You can not ignore an adjacent woods location as a rout target just because it is connected".
(A10.51 Rout Direction)

After Action Report: Book Review

By Matthew Cicero

Christopher Duffy's Red Storm on the Reich: The Soviet March on Germany, 1945 masterfully chronicles the Russian offensives against Germany in 1945, from the assault across the Vistula through the events leading up to but not including the Berlin Operation. Duffy's work incorporates a well-organized treatise of the sweeping military operations on the Eastern Front of World War II set in a background rich with political, economic and human details. Duffy ties his narration together with informative anecdotes and quotes, which allow us to meet the commanders and politicians, along with well-conceived maps that clearly describe the formations involved in the conflict.

Duffy divides *Red Storm* into roughly four sections: 1) events leading up to 1945; 2) the offensives of 1945; 3) the results and aftermath; and 4) a comparison of the German and Russian "Conduct of War" which details the tactics, training, doctrines, equipment and motivations of the primary combatants.

Red Storm begins with a summary of political, economic and military events leading up to 1945. The state of affairs in Germany and Russia were, understandably, quite different and these differences helped form the conflict to come in 1945, from unit

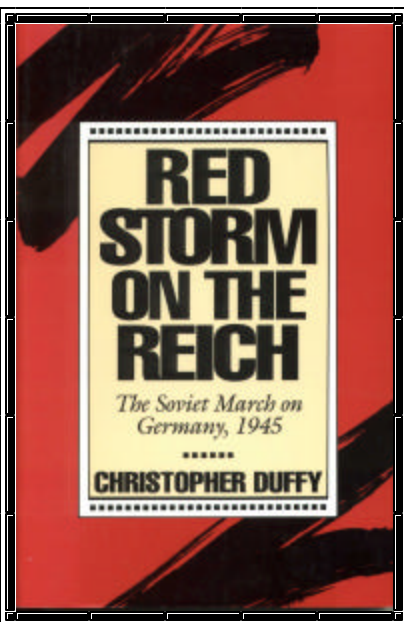
dispositions to military objectives to operational capabilities.

Red Storm continues with a 'Russian Front' by 'Russian Front' chronicle of the offensives, emphasizing the main thrust of the Vistula-Oder Operation through Poland while also illustrating the impacts of activities to the north, in the Baltic, and the south, in Silesia and the Balkans. He also details the siege of the various major "fortress-cities" created by the rapid Russian advances. Duffy's recreation of events so vast is necessarily held at a level of detail no smaller than divisions.

The results of the 1945 offensives are detailed in terms of the military objectives achieved, the impact on civilians and the impact on the future generations of Eastern Europeans who would remain under Soviet rule for decades.

Finally, *Red Storm* provides an interesting evaluation of the Soviet and German approaches to warfare. Duffy provides an analysis of political imperatives, military training, doctrine, organization and equipment and economic strength. He clearly emphasizes what each side brought to bear in this conflict and how it matched up.

Altogether, Duffy has created a brilliant account of the Soviet successes in the final years of the war and the events on the Eastern Front which lead up to the final conflict around Berlin and the end of the European conflict.



SoCal ASL Club

Challenge Cup Standings

October 17, 2000

Here are the rules for our Challenge Cup:

1. All club tournament games count [EXC: If the TD states otherwise BEFORE the scenario is played.].
2. All other play between members count unless both agreed against beforehand.
3. No limit on the total amount of games per calendar month.
4. You can play the same opponent only twice during the same calendar month [EXC: Tournament games.].
5. A minimum of 9 different opponents must be played.
6. A minimum of 11 games must be played with 1 of the games in a tournament format.*
7. Team play is ineligible.
8. Any questions or disagreements with standings, contact the Challenge Cup meister, preferably in writing.
9. There will be two categories, each with its own winner, to the Challenge Cup: "Gonzo"*** and "Finesse."***
10. The Challenge Cup period lasts from the beginning of WCM2000 (Feb. 4, 2000) up to, but not including, WCM2001.

* Enforced ONLY if two or more club sponsored/organized tournaments are ran during the Challenge Cup period.

** The "Gonzo" winner is determined by scoring the most points - five for each win, one for each loss, three each for a draw.

*** The "Finesse" winner is determined by how hard a record is to achieve using the following formula:

$$W! * L!$$

$$[(W/2+L/2)!]^2$$

W=Win L=Loss

The Gonzo and Finesse Winners each get the following awards....

- Free membership in the club for one year.
- Free attendance to one One-Day Tourney.
- Half-off their WCM tournament registration.

If the same person wins BOTH awards then that person will be awarded....

- Free membership in the club for one year.
- Free attendance to one One-Day Tourney.
- Half-off their WCM tournament registration.
- Free T-shirt for the WCM tournament.

If you have any questions about the Cup, please contact the Cupmeister, Matt Romey at:

ChallengeCup@socalasl.com

NOTE

Only Active Members are Listed in the Standings to the Right. Highlighted Members have qualified already.

| Player Name | Wins | Losses | Draws | Gonzo Pts | Gonzo Rank | Finesse Pts | Finesse Rank |
|---------------------------|------|--------|-------|-----------|------------|-------------|--------------|
| Matthew Cicero | 13 | 3 | 0 | 68 | 1 | 22.68 | 1 |
| Bruce Kirkaldy | 11 | 2 | 0 | 57 | NA | 22.27 | NA |
| Matt Romey | 9 | 4 | 1 | 52 | NA | 2.48 | NA |
| Paul Simonsen | 9 | 4 | 0 | 49 | 2 | 2.48 | 3 |
| Robert Hammond | 8 | 5 | 0 | 45 | 3 | 1.38 | 4 |
| Brandon Liesemeyer | 8 | 3 | 0 | 43 | 4 | 2.9 | 2 |
| Charles Hammond | 5 | 11 | 1 | 39 | 5 | -2.94 | 5 |
| Ron Mosher | 6 | 3 | 0 | 33 | NA | 1.57 | NA |
| Cloyde Angell | 6 | 2 | 0 | 32 | NA | 2.47 | NA |
| Jim Aikens | 6 | 2 | 0 | 32 | NA | 2.47 | NA |
| Herman Frettlrohr | 6 | 1 | 0 | 31 | NA | 5.5 | NA |
| Scott Faulk | 4 | 9 | 0 | 29 | NA | -2.48 | NA |
| Doug DeMoss | 5 | 2 | 0 | 27 | NA | 1.76 | NA |
| Mike Sengottaiyan | 5 | 2 | 0 | 27 | NA | 1.76 | NA |
| Chris Nielsen | 5 | 1 | 0 | 26 | NA | 3.46 | NA |
| Chris Castellana | 4 | 4 | 0 | 24 | NA | 1 | NA |
| Rob Stai | 4 | 4 | 0 | 24 | NA | 1 | NA |
| Scott Thompson | 3 | 9 | 0 | 24 | 6 | -4.16 | 6 |
| Rodney Kinney | 4 | 3 | 0 | 23 | NA | 1.06 | NA |
| Sheldon Ryland II | 4 | 3 | 0 | 23 | NA | 1.06 | NA |
| Steve Svare | 3 | 7 | 0 | 22 | NA | -2.09 | NA |
| Bob Smith | 2 | 11 | 0 | 21 | NA | -22.27 | NA |
| Bryan Earl | 3 | 5 | 0 | 20 | NA | -1.25 | NA |
| Chas Argent | 3 | 5 | 0 | 20 | NA | -1.25 | NA |
| David Nicholas | 3 | 4 | 0 | 19 | NA | -1.06 | NA |
| Eric Van Horn | 3 | 4 | 0 | 19 | NA | -1.06 | NA |
| Fred Timm | 3 | 4 | 0 | 19 | NA | -1.06 | NA |
| Doug Creutz | 3 | 3 | 0 | 18 | NA | 1 | NA |
| Robert Feinstein | 3 | 0 | 0 | 15 | NA | 3.69 | NA |
| Dan Plachta | 2 | 3 | 0 | 13 | NA | -1.08 | NA |
| Steve Dethlefsen | 2 | 3 | 0 | 13 | NA | -1.08 | NA |
| Eric Morton | 2 | 2 | 0 | 12 | NA | 1 | NA |
| Stance Nixon | 1 | 6 | 0 | 11 | NA | -5.5 | NA |
| Karl Johnson | 1 | 4 | 0 | 9 | NA | -2.27 | NA |
| Rich Mosher | 1 | 4 | 0 | 9 | NA | -2.27 | NA |
| Brian Abela | 1 | 2 | 0 | 7 | NA | -1.21 | NA |
| Eric Johnson | 1 | 2 | 0 | 7 | NA | -1.21 | NA |
| David Rosner | 0 | 6 | 0 | 6 | NA | -20.85 | NA |
| John Knowles | 1 | 1 | 0 | 6 | NA | 1.18 | NA |
| Roger Petronzio | 0 | 6 | 0 | 6 | NA | -20.85 | NA |
| Dave Reinking | 1 | 0 | 0 | 5 | NA | 1.73 | NA |
| Ronald Fajarit | 0 | 3 | 0 | 3 | NA | -3.69 | NA |
| Steve Treatman | 0 | 2 | 0 | 2 | NA | -2.26 | NA |
| Bernie Howell | 0 | 0 | 0 | 0 | NA | 1 | NA |
| Roger Bernard | 0 | 0 | 0 | 0 | NA | 1 | NA |

("Rookie Year" Continued from page 7)

at a given Order of Battle (OoB) in a scenario. Does the American OoB include three 60mm mortars? Did you know that you can "trade" those for a radio and 60mm OBA? Pretty nifty, eh? Are you playing the Germans in "Birds of Prey"? You're safe to set up in those woods since the Belgian mortars don't get the airburst modifier. Picking up the minutiae along the way not only make the game more interesting and fun, but it makes you a more complete player.

Get involved in the hobby itself. This is one of the best ways to bring greater enjoyment out of your new pastime. Joining a club, running a website, writing an article and/or helping organize a tourney all help expose you to prospective opponents and friends. You will also get to know the grognards who in turn will thank you for supporting the hobby they have been enjoying since you were muddling through those confusing *Axis and Allies* rules.

Listen to the grognards. These guys will improve your game immeasurably. At the risk of being repetitive, there is so much more to this game that is not found in that big thick binder you've been carrying around. You'll pick up the best ways to use those tanks you've memorized the depletion numbers for. You'll also learn that while everyone calls certain tactics "sleazy", everyone uses them! You'll make a ton of oversights when playing. Even the most hardened and competitive grognard will point out your mistakes and let you recall that last move. He'll beat you anyway; he's just giving you the education you need while doing so. Just do me a favor; remember to place your smoke BEFORE you start firing!

Go back and read the history. Looking up the historical background of the battle or campaign game you are about to start playing helps increase the ASL experience. Try reading Stephen Ambrose's Pegasus Bridge before playing PB CGI: Coup de Main. Try Enemy at the Gates before Red Barricades. Knowing something about the struggles of the men you are simulating really enhances the flavor of the game. It's also very necessary if you are aspiring to be a scenario designer in the future.

What's next for me? Taking these pointers to mind will make your first year in this hobby as enjoyable as mine was. Hopefully, my sophomore year will be just as grand. I plan on getting those cave rules down and learning to use the armored trains to be included in *Armies of Oblivion*. However, I am putting both of those aspirations on the back burner, as I must first team up with Mike Sengottaiyan to take Betio Island away from Steve Svare and Ron Fajarit's Japanese defenders. One of these days, I plan on getting back to *The Barricade*....

Scott "got FT?" Faulk



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Credits

Historical research and maps:

Veranov, Michael, ed., The Mammoth Book of the Third Reich at War, Carroll & Graf Publishers, Inc., New York, 1997.

Duffy, Christopher, Red Storm on the Reich: The Soviet March on Germany, 1945, Da Capo Press, New York, 1991.

Messenger, Charles, The Illustrated Book of World War II, Thunder Bay Press, San Diego, 1999.

Winchester, Charles, Ostfront: Hitler's War on Russia 1941-45, Osprey Publishing Limited, Oxford, 2000.

Cross, Robin, ed., War Maps, Macdonald & Co. Ltd., Great Britain, 1982.

Special thanks to Rodney Kinney for the use of VASL map and counter images.

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Upcoming Events...

November: North vs. South Challenge (11/11)
December: WCM Pre-Registration Info Mailing
January: *Hit The Beach!* Volume 6, Number 1
February: West Coast Melee IV (2/2-2/4)

Did you Know? By Matthew Cicero

A10.62 says that a broken unit is automatically under DM whenever a Known armed enemy unit is ADJACENT to it (even if it does not end the phase ADJACENT to it). Thus, concealed units will not cause a broken enemy unit to become DM when they move next to that unit during the MPH. This will allow you to advance in for a good chance at ambush and CC vs. the broken unit since the non-DM brokie will not be able to rout away!

